

drawing said opaque object alone of the image data, while updating said Z-buffer and executing a hidden surface removal by said Z-buffer algorithm;

drawing said semitransparent objects alone of the image data without updating said Z-buffer and while executing the hidden surface removal by said Z-buffer algorithm; and

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drawing said semitransparent objects alone of the image data, while updating said Z-buffer and executing the hidden surface removal by said Z-buffer algorithm.

2. (Amended) The method according to claim 1, wherein said steps of drawing said semitransparent objects are executed by alpha blending.

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5. The apparatus according to claim 3, wherein the blending for said semitransparent objects is executed by alpha blending.

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Please add the following new claims:

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8. The method according to claim 1, wherein the information about a depth direction of said opaque object updated to said z-buffer by said step of drawing said opaque object is available for comparison with depth information about said semitransparent objects during said steps of drawing said semitransparent objects.

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9. The apparatus according to claim 3, wherein said rendering engine initially processes at least one of said opaque objects and stores depth information thereof in said z-buffer, and wherein said depth information of said at least one opaque object is available for comparison with depth information about said semitransparent objects during said judging and said blending.

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